

XR for Teaching & Learning

Moeezo Saleem XR Software Developer - (She/her)

Media and Learning Association Seminar

CAI Mission

We are designing the future of learning through research, innovation, experimentation, and iteration.



Mission & Principles

Our Work



Educational technology

Educational research and learning analytics

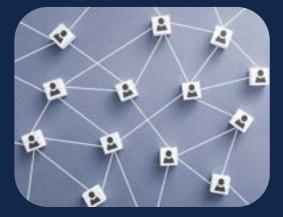
Educational Equity



Who We Serve







U-M community: Students, Faculty, Alumni

Global Learners

Organizations



XR Initiative Goals

- Bring XR technologies campus-wide
- Integrate XR into residential curricula for all 19 schools and colleges
- Integrate XR into online curricula
- Create innovative public/private partnerships



XR Curriculum

XR Graduate Certificate

- 12 credits in XR focused courses across the entire U-M curriculum
- XR Capstone Project
- XR Internship
- 12 of the 19 schools offer courses in XR

Participating Schools

- School of Information
- Stamps School of Art and Design
- Engineering
- LSĂ
- Nursing
- Dentistry
- Education
- Medicine
- Kinesiology
- Architecture and Urban Planning
- Music, Theater, & Dance (SMTD)
- Environment and Sustainability



XR Innovation Fund

Seed XR Projects for Teaching & Learning

- Advancing multidisciplinary learning and teaching
- Creating innovative learning experiences with Augmented and Virtual Reality
- Increasing access to XR technologies to a broad audience





XR Innovation Projects



	5/6	Architecture & Urban Planning
	5/6	Engineering
	4/7	Literature, Science and the Arts (LSA)
	3/3	Nursing
	2/4	Medical School
	1/2	Dentistry
-	1/1	Information
	1/1	Law
	1/1	School of Music, Theater & Dance
	1/1	School of Environment & Sustainability
	1/1	Social Work
	1/1	School of Art & Design
	1/1	Rackham Graduate School

8 XR Innovation Projects in 2020



"Getting Under the Skin": A VR Chemotherapy Simulation Michelle Aebersold School of Nursing



XR Physics Lab Thomas Schwarz Department of Physics



XR Nuclear Reactor Laboratory Brendan Kochunas Department of Nuclear Engineering and Radiological Sciences



Augmented Tectonics Jonathan Rule Taubman College of Architecture and Urban Planning



Under the Skin

Goal: Safe and Effective Delivery of Chemotherapy and Managing Complications

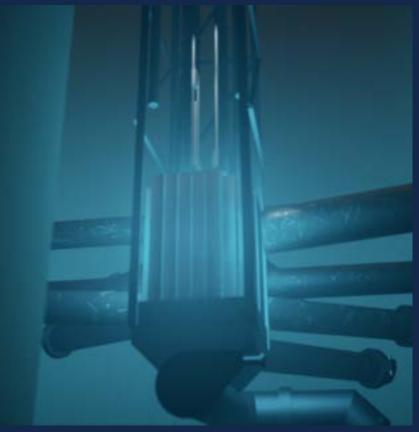






XR Nuclear Reactor





VR Physics Lab



Immersive VR- Launch rockets to observe projectile motion

Choose environments from Earth, Moon and Mars to observe how the gravitational force affects the projectile



Augmented Tectonics



Gallery of framing techniques in the Wood module



Steel Module - The orange button will activate the audio for that material and reveal its precedent display on the wall.



14 NEW XR Innovation Projects

- Three Hololens 2 projects
- One Mobile AR project
- Ten 360 Video projects
 - Soft Skill Development
 - Language Learning
 - Nature Exploration
 - Difficult Situations





Michigan Metaverse - Virtual Diag





Transforming Nursing Education Using Augmented Reality



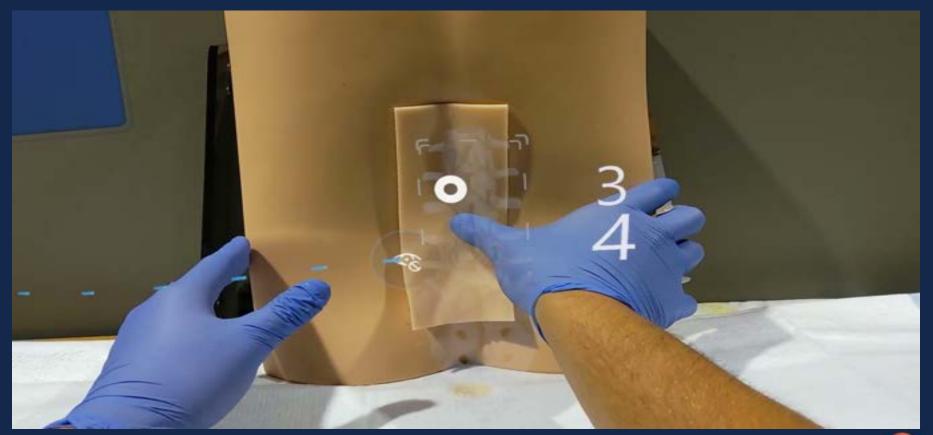
We

Dare

Augmented Reality

Advanced Technology
Hands-on Skill Development
Standardized Learning
Adaptable and Flexible
Guided by Evidence







External Collaborations

- XR Policy
 - XRA & Bipartisan Policy Center
- Educause XR Learning Lab

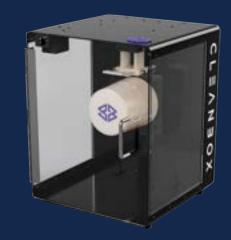
 Georgia Tech & The New School
- HoloLens Dynamics 365 Guides
 NHS Health Education England
- NSF Center Grant
 - Center for Medical Innovations in XR University of Maryland





Broadening Access to XR

- 60 Oculus Quests
- 4 Microsoft HoloLens 2
- Shapiro Contactless Checkout
- COVID Safety protocols
- Multiple Courses checking out headsets





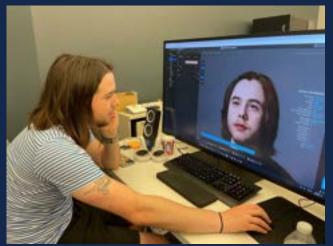




XR Student Fellows

42 Student Innovators

- Architecture & Urban Planning
- Art & Design
- Business
- Education
- Engineering
- Information
- LSA
- SMTD





LED Stage - Virtual Production







Virtual Diag





XR Summit Student Showcase



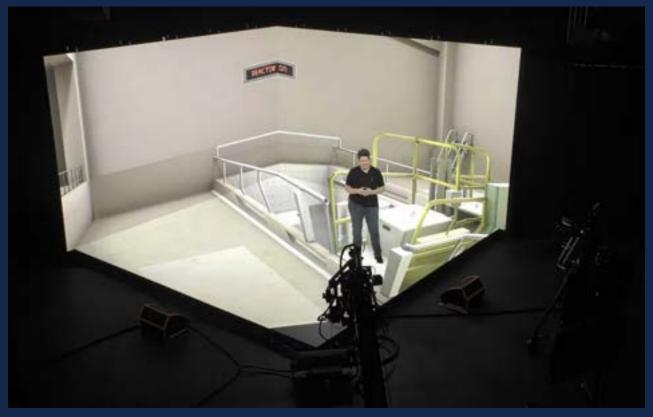


Future of Online Learning



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Future of Online Learning





10 XR Enhanced Online Courses - Future of Work

- Partnership with Coursera
- Future of Work Academy
- XR Categories
 - Interactive 360
 - \circ Mobile AR
 - Virtual Production
 - Immersive VR



 Critical Skills, Role-playing simulations, healthcare skills



Thank You!



Moeezo Saleem <u>moeezo@umich.edu</u> Jeremy Nelson jernel@umich.edu

https://www.linkedin.com/in/jernel22/ https://www.linkedin.com/in/moeezo-saleem/



https://ai.umich.edu/xr

